

THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue thirty of The Eye Shield. It's an important month for Knightmare fans this month, as it marks the tenth anniversary of Knightmare's final episode. In addition to this, the first of December marks nine years since The Eye Shield first came into being. I'd like to take this opportunity to thank once again Illusion for hosting the magazine on his website, and Paul McIntosh for allowing me to continue the editing of TES in his stead. This fantastic thirtieth issue promises a look at one of Knightmare's most popular female characters, an account of arguably the most infamous quest ever, a trip to Castle Rising in Norfolk, and a new statistical section especially for lovers of top-ten rundowns. Enjoy yourself, readers - it's all on me!

Challenge question: Which specific word or words have the following Knightmare characters never said on the programme? Most other characters said this word or words quite a lot: *Smirkenorff, Oakley, Dreadnort, Morghanna, Captain Nemanor, Raptor, Brollachan, Bhal-Shebah and all three door monsters.*

CORRESPONDENCE

Liam Callaghan makes some more observations.

A few other things have occurred to me about the show. Obviously now, looking back, some teams were stupid, most memorably team one in series 8. I remember at the time thinking that they'd disregarded a very plain clue, but even with the stupid teams I always found myself automatically sticking up for every team that went through - stupid or not - simply because it was so tough to win!

Yes, I see what you're saying here, Liam. Now that the show is over and we're watching it for the umpteenth-hundredth time and know exactly what's going to happen, it's easy to criticise the teams with the benefit of hindsight. However, when seeing the show for the first time, I too would always hope that the team was going to do well. Obviously it was sometimes clear when they made a fatal mistake - like Richard III as you mention - but it was still exciting to see whether they were going to make it, or just how they were going to die, and this, I believe, is what made Knightmare such compulsive viewing.

REMEMBER THIS?

Series 1/2. Level 2.

THE HALL OF FOLLY

It would be perhaps more apt to call this room Merlin's level two chamber, because that's precisely what it was. It was something of a mixture between a study and a throne room for the Dungeon's main wizard, and the objective for any dungeoneer entering the room was simple: leave with Merlin's magic in hand, or die before the end of the level. The price for acquiring Merlin's magic was, of course, answering riddles correctly, but the challenge of the Hall of Folly did not always begin there. On occasions, Merlin entered the room of his own accord, but sometimes an additional task had to be undertaken to summon him.

The first such task was the building of a large letter M with four cubic blocks, which was the task that Simon and Danny - Merlin's first two visitors in series 1 - had to complete. Casper the key was on hand with helpful advice, and neither team experienced a major problem with this simple means of summoning Merlin: *"It's only a toy, and if I had known it was still working I wouldn't have left it lying around."* - **Merlin**. Although no other team had to build the blocks up themselves, the prop was used once in series 2 as a flat surface for a bottle during Neil's quest. When Neil opened the bottle, a very small and disorientated Merlin crashed into the picture, floating in the air, and Neil's advisors had to talk him down to Earth. It was a bizarre scene but, just like in series 1, the usual riddles were to follow.

The final dungeoneer of series 1 - Richard - had a different challenge to summon Merlin. He had to guide orally a "listening key" to a lock in Merlin's chair; both of these were, in fact, more letter Ms. At the very end of series 2, the Hall of Folly seemed to have really gone back to basics, with dungeoneer Steven needing only to touch a glowing M on the floor in order to summon Merlin. Even if Casper had not been there to help, I'm sure this would not have flummoxed the team for long. Of course, summoning Merlin was only the first part of the challenge and, as Steven and friends soon learned, the next part was the crucial one.

This brings us nicely to why Merlin chose to call his room The Hall of Folly on occasions. As he was quick to point out, the name was not directly to do with the jester Folly, but a reference to the pivotal point in the

team's quest that the chamber represented. If the team showed folly by being unable to answer Merlin's riddles then their quest was doomed; if, however, they proved themselves not to be fools, they would be rewarded for their wits and well equipped to reach level three. The reference to Folly the jester is important too. Court jesters' prattle was often satire or advice cunningly disguised as foolish nonsense, which underlines the fact that the Hall of Folly was a place for the proving of wits through rhyme and verse in the form of riddles: *"There's more wisdom in foolish wit than ever you can imagine!" - Folly.*

As we know from experience, Merlin's magic was vital for completing level two. The Hall of Folly was an important and pivotal point in the quest, and was designed to weed out the hapless and the careless. With Merlin at its head, it was always an enjoyable and magical room, although - despite all its deep magic - it still needed Merlin to physically move the dungeoneers into the right camera-shot if they were standing in the wrong place: *"Come over here, dungeoneer; it's a bit more magical!" - Merlin.*

Difficulty: 5 Ultimately depends on your riddling abilities.

Killer Instinct: 4 No help from Merlin means no way to level three.

Gore Factor: 2 Nothing too gory followed this chamber, unfortunately.

Fairness: 9 A meeting with Merlin always served to weed out the seriously mentally challenged.

ADVENTURE TIME

It's Autumn 1991 and you're about to take another quest through the Nightmare Dungeons. Beware, though, for now Lord Fear will be watching your progress all the way, and will send his minions to defeat you wherever he has the opportunity to do so.

1

Treguard welcomes you into his Dungeon home. Once he and his assistant Pickle have prepared you for the long journey ahead, you prepare to set out into the Dungeon and beyond. Your quest is for the Sword of Freedom. The quest begins with a short ride in the Descender, which brings you into a forest. This is the Wolfglade, and it should lead you to Wolfenden eventually. After walking a short distance, you reach a clearing by a woodcutter's hovel. There is a clue table here, containing a scroll, a horn, a bar of gold, a green arrow and a bottle of poison. You pick up the scroll and read what it says: *Aniseed will pay the wyrm. Some weapons belong to friends.* Based on this information, decide which two objects you wish to take and then leave via the hovel by going to **34**.

2

You are in a large red room that features an oversized joker playing card. Motley the jester is trapped inside it, and he's none too happy with the situation.

"Oi, you!" Motley hails you. "Get me out of this, will you? I've been stuck in here for ages. Just call out the name of the game that'll release me, and I'll tell you something very useful."

If you decide to leave the jester where he is and continue on your way, go to **28**.

If you wish to release him, which game will you shout out?

Whist. Go to **53**.

Poker. Go to **35**.

Snap. Go to **32**.

3

You have reached the causeway. The hexagonal tiles are decorated with swords, clubs, helmets and shields. Which path will you take?

Swords and clubs. Go to **56**.

Shields and helmets. Go to **16**.

4

"Bribery yer trying on Skarkill, is it?" the goblin master slurps. "Well it's tempting but, no, my boss has got my number; it's the irons for you, lovely!"

If you have the silver bottle from the clue room and wish to open it, go to **25**.

If you did not take the bottle then you can do nothing to stop Skarkill from taking you to Mount Fear and your adventure ends here.

5

Mace is too drunk to pay you any further attention, so you leave him to his own devices. You find your way out of the inn and negotiate some more forest until you reach a darkened castle courtyard where you can hear a goblin horn blaring. Go to **50**.

6

“Well, that’s your choice, I suppose” Hordriss says, almost sadly. “But I think you’ve made a fatal error, my young warrior.”

Go to **22**.

7

Decide which object you wish to give to Sylvester Hands and replace it on your list with a joint of venison. Hands scoots off before you can change your mind, leaving you to continue to **51**.

8

The blocker retreats, leaving you free to exit. You next find yourself suspended over another causeway, this time decorated with the symbols of fire, Earth and water. Which path will you take?

Fire, Earth, water. Go to **44**.

Earth, fire, water. Go to **55**.

9

Aesandre is frozen in a block of ice and is powerless to reach you. You set off for the castle moat. Go to **45**.

10

The blocker shoots forward and devours you. Your adventure ends here.

11

You wipe away the silver tarnish to reveal the word SKATER printed on the floor. Note down this spell and then go to **49**.

12

“Ah, my apologies” Gwendoline says when she sees the arrow. “You are carrying the token of the green wardens, and I must therefore allow you passage through the forest. When you reach the causeway, the path of defence will save you. Now, pass on.”

If you take your leave of Gwendoline, go to **3**.

If you think you can still help her find her poacher, go to **43**.

13

The blocker shoots forward and devours you. Your adventure ends here.

14

The Descender clanks downwards and stops as you have directed it. You exit through the only door and find yourself in the Corridor of Blades. You have taken the wrong path, and you are soon sawn in half. Your adventure ends here.

15

The bridge reforms itself and you step onto the island. Here you discover the Sword of Freedom at last, but it has been frozen in ice.

If you still have the spell FIRE, go to **36**.

If not, you will be unable to release the Sword from Aesandre’s magic prison and

must abandon your quest at the very brink of victory.

16

You make it across the causeway and reach the blocker's chamber. The wall grates towards you and demands the password. What will you say to it?

Shepherd. Go to **13**.

Goatherd. Go to **40**.

Cowherd. Go to **10**.

17

You are in a large square room. There is an open door before you, but the area just in front of it is glowing with a strange silver tarnish.

If you have the mop from the clue table, go to **11**.

If not, go to **49**.

18

Julius loses all interest in you, so you must leave without the aniseed. You make your way through the village and back into the forest. Go to **30**.

19

You are in an icicle-filled room with one door. Beside this is a large chest.

If you have the key and wish to open it, go to **47**.

If not, you must exit straight away by going to **17**.

20

"Ah, greetings young dungeoneer" Hordriss says cautiously. "I can't help but notice that sphinx bone you are carrying, which is one of the ingredients I need for a potion I have in mind. If you agree to give it to me, I will arm you well to face the challenges of level three. Well now, do we have a bargain?"

If you say yes, go to **52**.

If you say no, go to **6**.

21

Mace is too drunk to pay you any attention, so you leave him to his own devices. You find your way out of the inn and negotiate some more forest until you reach a darkened castle courtyard where you can hear a goblin horn blaring. Go to **50**.

22

You are on another snow-covered field that leads to the moat of a castle. You start to make for this, but there is a flash of lightning and Aesandre appears before you in all her cold, evil glory.

"There is an uncomfortable warmth disturbing my realm" Aesandre says accusingly to you. "It offends me; it disturbs me. I must put an end to it once!"

The witch begins to weave her frost magic, and you must act quickly.

If you cast the spell FIRE, go to **37**.

If you cast the spell FREEZE, go to **9**.

If you have neither of these spells, you are defenceless in the face of Aesandre's power and your adventure ends here.

23

Julius takes the gold and gives you a pouch of aniseed. He then loses interest in you, so you make your way through the village and back into the forest. Go to **30**.

24

The Descender clanks downwards and stops as you have directed it. You exit through the only door and find yourself in the Corridor of Blades. You have taken the wrong path, and you are soon sawn in half. Your adventure ends here.

25

You uncork the bottle and Pixel flies out of it – you must have been expecting that! The little pixie stings Skarkill and the goblins with her needle until they run off, vowing revenge on you. You thank Pixel for her help.

“Well, that’s alright” Pixel tells you. “I hate that smelly old goblin master anyway. Thanks for letting me out of that bottle. Bye.”

You exit the courtyard and find yourself facing another blocker. The wall grates towards you and demands the password. What will you say to it?

Sadness. Go to **13**.

Happiness. Go to **10**.

Laughter. Go to **8**.

26

Elita turns you off Smirkenorff. With no way to reach level two your adventure ends here.

27

The bridge crumbles beneath you and you are sucked into the unfathomable depths of the moat. Your adventure ends here.

28

You are in an inn. The only other person you can see is Brother Mace, drinking himself silly, so you approach him.

If you have a leather-bound book, go to **48**.

If not, go to **21**.

29

The spell forms a magic path of ice across the moat and you skate across to Nightmare Castle. A fanfare sounds as you enter the Great Hall and Pickle rushes forward excitedly to take the Sword from you.

“Congratulations” Treguard booms as he presents you with your frightknight trophy. “You have proven equal to the Nightmare challenge, and shown Lord Fear that his presence in this Dungeon is far from welcome. Step from these halls as a true champion of chivalry.”

Congratulations on winning series 5, but will you be able to handle the pressures of series 6? Find out next issue, if you dare.

30

You are stopped in your tracks by a female archer, who is levelling her bow at you.

“Stop right where you are!” Gwendoline the green warden demands. “One more step and I’ll make a pincushion out of you, poacher.”

If you are carrying a joint of venison and/or a bottle of poison, go to **46**.

If you are carrying a green arrow, go to **12**.

If you are carrying none of these objects, go to **39**.

31

The bridge crumbles beneath you and you are sucked into the unfathomable depths of the moat. Your adventure ends here.

32

Motley comes flying out of the playing card and lands beside you. He is smiling now.

“Thanks a lot, Helmet Head” he says to you gratefully. “Now, I’m off out of here before the Opposition finds me again, but before I go, you should remember this: the way past the blocker can be found with the word *laughter*. Good luck to you.”

Motley leaves you to find your own way out. You walk through the only exit and find yourself back in the forest. You continue on your way until you reach a building that looks like a farmhouse, and you venture inside. Go to **28**.

33

You cast the spell and the Gate Tower creaks open to reveal the Descender. Before you can enter it, however, the Gatemaster appears and blocks your way.

“I am the Gatemaster,” he says grandly. “I stand at the gate of time, serving neither the Powers that Be nor the Opposition. All you’ve achieved so far leads to me.”

Well, he certainly has a high opinion of himself. You tell him of your quest, and he nods in satisfaction.

“Very well” the Gatemaster booms. “You have earned the right to enter the travelling gate and descend to the third level. Now, concentrate. This device responds to your voice. Level three lies seven levels down, eight levels up, and three levels back down again. Now, be on your way.”

You enter the Descender and consider your instruction. You will have to tell it to go down, of course, but how many levels?

One. Go to **24**.

Two. Go to **54**.

Three. Go to **14**.

34

You are still in the Wolfglade. You have come to a clearing where you find Sylvester Hands munching away on a piece of fresh meat. When he sees you, he immediately hides the meat and rushes up to greet you.

“Hello, Hunger-person” Hands leers unpleasantly. “I’ve got a lovely bit of grub here. You look very hungry, so if you’d like to buy it from me I’ll happily swap it for one of those objects you’re carrying. What do you say?”

If you agree to this bargain, go to **7**.

If you decline, go to **51**.

35

Magically, you find yourself back in the forest, but Motley is nowhere to be seen. You shrug your shoulders and continue on your way until you reach a building that looks

like a farmhouse, and you venture inside. Go to **28**.

36

The spell releases the Sword and you hold it aloft triumphantly. Now you must cross the remainder of the moat and make it back to Nightmare Castle, but there is no bridge to be seen this time.

If you have the spell SKATER, go to **29**.

If not, you must abandon your quest at the very brink of victory.

37

Aesandre screams and disappears as your magic lightning hits her. Feeling very pleased with yourself, you set off for the moat. Go to **45**.

38

Elita accepts your payment and shows you to the saddle. Smirkenorff flies you to the second level and lands you in a castle courtyard. You find your way inside and discover another clue room. There is a scroll that reads: *Read between the lines and uncork knowledge*. You must choose between a leather-bound book, a bar of silver, a corked silver bottle and a green stone. Decide which two of these you wish to take and then go to **2**.

39

"I'm no poacher," you tell Gwendoline defiantly.

"Hmm, well, you don't look like a poacher," Gwendoline says suspiciously. "But I haven't seen any other shifty characters sneaking around the woods today; certainly not as shifty as you anyway. So tell me, why should I believe you?"

If you tell her about Sylvester Hands, go to **43**.

If you run away from her, go to **46**.

40

The blocker retreats, leaving you free to exit. You emerge onto the large green reptilian back of Smirkenorff the dragon. You begin to approach the saddle, but you are stopped in your tracks by Elita the cavern elf.

"Trying to sneak aboard for a free ride, face-ache?" Elita asks you rudely. "Well Smirky isn't in to those, I'm afraid. Smirky likes aniseed, and lots of it, so you can either pay up or bog off!"

If you have a pouch of aniseed, go to **38**.

If not, go to **26**.

41

The bridge crumbles beneath you and you are sucked into the unfathomable depths of the moat. Your adventure ends here.

42

"Thank you" says Brother Mace as he takes the book from you. "The safe path across the causeway is by walking on fire then Earth then water. The way to level three can be found via the Gate Tower, and I'll give you a small spell to open it. Its name is SESAME. Now, be on your way."

You thank Brother Mace for his help and find your way out of the inn. You negotiate

some more forest until you reach a darkened castle courtyard where you can hear a goblin horn blaring. Go to **50**.

43

You tell Gwendoline about your meeting with Sylvester Hands, and how he was acting suspiciously with a piece of meat.

“Thanks for the information” Gwendoline smiles at you. “I’ll catch up with Hands later. Well, you’d best be on your way now, but remember this: the password for this level is *goatherd*. Good luck with your quest.”

Go to **3**.

44

You cross the causeway and find yourself back out on open ground. The Gate Tower is before you, but it is locked.

If you have the spell SESAME, go to **33**.

If you do not have this spell there is no way for you to reach level three and your adventure ends here.

45

There is a bridge across the moat to an island in the centre, but it has crumbled in the middle. Just in front of the break in the bridge is an inscription that reads *I start with a vowel and am named after an emperor of Rome. When am I?*

What answer will you give to this riddle?

April. Go to **31**.

July. Go to **27**.

August. Go to **15**.

October. Go to **41**.

46

“I knew it!” Gwendoline declares. “You’re the poacher I’ve been chasing. Say your prayers, spoiler of the Greenwood!”

You try to protest but suddenly find that there is an arrow piercing your throat. Your adventure ends here.

47

The chest creaks open to reveal a solitary sphinx bone inside. You may take this in place of the key if you wish, and then go to **17**.

48

“Ah, that looks like a fine tome” Mace remarks. “I’m on the lookout for such things for the Church’s collection. What say you give it to me in return for a bit of useful information?”

If you agree, go to **42**.

If you decline the offer, go to **5**.

49

You are in a round blue room with two windows. Hordriss the Confuser is sitting at a grand table and rifling through an old book. You try to attract his attention, but he seems to be engrossed in his work.

If you have a sphinx bone, go to **20**.

If not, Hordriss does not pay you a second glance and you must press on to **22**.

50

Skarkill and his goblins rush into the courtyard and surround you menacingly.

“Right, got ya!” Skarkill leers. “Your little wanderings are over, my friend. Stay right where you are while I gets the irons on ya. Lovely!”

If you try to bribe Skarkill with a gem or some silver, go to **4**.

If you have the silver bottle from the clue room and wish to open it, go to **25**.

If neither of these options is open to you then you can do nothing to stop Skarkill from taking you to Mount Fear and your adventure ends here.

51

After walking a little further, you reach the village of Wolfenden. It is market day, and in the market square you are approached by Julius Scaramonger.

“Hello there, young dungeoneer” he says pleasantly enough. “Are you on the lookout for a bargain, then?”

“Not really” you tell him.

“Well I’ve got bargains aplenty, so step this way” Julius tells you, quite undeterred. “I’ve got a fresh consignment of aniseed here, just in today. There’s no way you can get to level two without this, so what’ll you give me for it?”

If you have the gold to pay for your aniseed, go to **23**.

If you did not take the gold, go to **18**.

52

“Capital” Hordriss smiles as he takes the bone from you. “In return, I gift you two spells: FIRE and FREEZE. One defeats the sorceress Aesandre; the other releases the Sword from its prison. Now, be on your way.”

Go to **22**.

53

Magically, you find yourself back in the forest, but Motley is nowhere to be seen. You shrug your shoulders and continue on your way until you reach a building that looks like a farmhouse, and you venture inside. Go to **28**.

54

The Descender clanks downwards and stops as you have directed it. You exit through the only door and find yourself on a great snow-swept field. This is Winteria, and the chilling realm of the winter witch Aesandre. You find a log with clue objects on it. Decide which two of the following you wish to pick up, and then go to **19**: a horn, a key, a red gem and a mop.

55

You step on the first slab and plummet down into the abyss. Your adventure ends here.

56

The path of aggression is always a treacherous one. You step on the first slab and it topples down into the abyss, taking you with it. Your adventure ends here.

PUZZLE PAGE ONE

Treguard is responsible for all of these quotes, but which Nightmare character is he talking about in each case? Name the series, episode and dungeoneer if you can.

1. "As for this guardian, I'm beginning to find his style of trickery somewhat familiar."
2. "She commands here. She will not tolerate my presence. Even as I speak, she rejects me. She rejects me!"
3. "As more technology aids magic, so the foul techno-sorcerer grows more powerful, not less."
4. "Doubly dangerous therefore, for being neither good nor bad, he does not even acknowledge the difference."
5. "She can be useful, but she's always dangerous."
6. "He used to call himself the world's greatest entertainer, but that was before the Opposition nabbed him."
7. "He's a newcomer to the levels and an unwelcome complication."
8. "Something most unpleasant is about to make its presence felt."
9. "She's highly suspicious and quite powerful."
10. "It's a guardian of the greenwood and highly suspicious."
11. "He's only dangerous to foolish young people."
12. "Ignore him, Helen, the creature's only here on sufferance, and I'm beginning to realise who's going to do the suffering!"

REMEMBER HER?

Series 8. Level 1/3.

STILETTA

This very sassy and unarguably sexy warrior thief was played by Joanne Heywood, who is surely everyone's favourite Knightmare actress, whether or not they admit it. Stiletta, in her skimpy brown costume and with her large broadsword and slick throwing-knives, was frequently encountered in level one during the final series.

Stiletta was useful for information and combinations. She followed her own warrior thief code of conduct, and would only help dungeoneers in their quest if she thought they deserved her help according to the rules of the code. Richard, of course, discovered this to his peril in the first episode of the series. I don't want to hash over the entire farcical quest again, but I will say that Stiletta's code dictated that she would only owe Richard a favour if he returned something to her which, of course, he didn't.

Stiletta frequently used the Short Cut to reach Marblehead and steal items from Lord Fear, such as the ring that she gave to Daniel to disintegrate skeletrons. For this reason, it was Stiletta who was able to help Dunston find the Short Cut in the Corridor of Blades, this time in exchange for the return of her knife, which Dunston and friends had, fortunately, had the foresight to pick up. (Scroll clue: Her blade is missing!)

I don't want to labour this point, but Stiletta's easiness on the eyes cannot go unnoticed. Male dungeoneers and characters alike succumbed to her charms, as both Richard and Daniel have admitted in interviews and guestbooks over the past ten years. In terms of characters, Motley was the obvious choice to be Stiletta's main admirer, and it seemed that he rose to the occasion very well: *"Stiletta's the name... she's a smashing piece of work! Trouble is, she ain't got no time for me, more's the pity."* - **Motley**. This did indeed seem to be true, although Stiletta did, in the end, consent to go on a quest to Marblehead with Motley to raid Lord Fear's bullion chamber. Of course, that's another story.

However, Motley was not the only character to take a fancy to Stiletta. Even Lord Fear, for all his dry and scathing remarks about matters of

love, seemed to have taken something of a shine to Stiletta: *"She's got about two dozen throwing knives, long legs, and other striking features."* - **Lord Fear**. Of course, Fear did find Stiletta's constant raids on his palace annoying, and even tried to have Raptor kill her at one point, but I guess that proves that love really does hurt.

So, Stiletta was usually friendly and often very useful, and undoubtedly her merits are wide and varied. Yet she was certainly not a girl you'd want to get on the wrong side of; having earned all three of her warrior thief levels "the hard way" Stiletta was clearly a skilled and dangerous opponent who, despite her apparent ditziness and brusque yet cheerful manner, would stand no nonsense from anyone.

Fear Factor: 4 Very strident, and those knives were menacing enough.

Killer Instinct: 1 A stray blade could have been nasty.

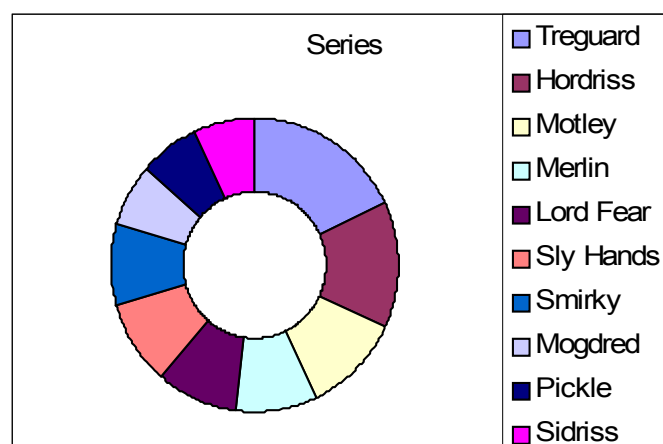
Humour Rating: 2 Mostly stringent and down-to-Earth.

Oscar Standard: 9 Joanne Heywood has something for everyone.

KNIGHTMARE TOP TEN

This new section is for lovers of statistics everywhere. Each issue there will be a different category, with a list of the top ten Knightmare characters in that category. This issue we look at the characters with the greatest total number of series of Knightmare under their belts.

| Position | Character | Number of series |
|----------|-----------------|------------------|
| 1. | Treguard | 8 |
| 2. | Hordriss | 6 |
| 3. | Motley | 5 |
| =4. | Merlin | 4 |
| =4. | Lord Fear | 4 |
| =4. | Sylvester Hands | 4 |
| =4. | Smirkenorff | 4 |
| =8. | Pickle | 3 |
| =8. | Mogdred | 3 |
| =8. | Sidriss | 3 |



CLASSIC QUEST

Series 7

Quest: The Shield.

Dungeoneer: Barry Thorn.

Advisors: Simon, Derek and Daniel.

Home town: Somewhere in Worcestershire.

Team score: 10 out of 10.

Level One: The quest begins in the dwarf tunnels, where Barry meets Brother Strange. He offers a spyglass in exchange for a proverb, but rejects the three proverbs Barry thinks of for him, at last settling on one thought up by Derek. Through the spyglass, the team see Lord Fear showing off his new shell-phone to Lissard, and then Lissard telling Lord Fear how he has managed to incapacitate Grimaldine by breaking his magic staff into four pieces and scattering them throughout level one. Lord Fear is angry because he thinks that Barry will now be able to collect the staff pieces, making the team's mission clear.

Barry next meets Romahna outside a castle. She is shooting some goblins, and also guarding a piece of the magic staff. After some pointless Barry-banter, Romahna allows him to take the staff piece and leave. Next there is a supply chamber, where Barry picks up a lantern and a bottle labelled *Speedwell*. A meeting with Rothberry follows. There is a piece of staff leaning against his stall, which Barry ends up taking free of charge, although he very nearly gives away the *Speedwell*. This is used in a room where Sylvester Hands and two goblins appear. When Barry drinks the *Speedwell*, Sylvester and the goblins are slowed down, meaning that Barry is able to sneak past them.

In the sliding floor chamber, Barry has to backtrack at one point to pick up the third staff piece, but he makes it through despite the pursuing goblins. In a room that is in total darkness, Barry has to turn on the lamp and search around for the fourth and final staff piece. They nearly make an exit too early: *"You've hardly looked at the room, there may be something there!" - Treguard.*

At last Barry picks up the top of the staff, and is able to progress to the final chamber of the level, where Grimaldine is asleep on a chair. The repaired staff appears beside him and he wakes up. Grimaldine is grateful to Barry, and gives him a firestone to pay for a ride to level two. Through

the large metal door, Barry is able to offer the firestone to Smirkenorff and secure passage to the next level. The now familiar flight to the Rift of Angar takes place, and Barry lands in level two.

Level Two: A spyglass reveals Lissard sharing a juicy bit of gossip with Lord Fear - that Hordriss is smitten with Marta. Lissard has a plan about recruiting Marta to help them take advantage of Hordriss, but Lord Fear changes Lissard into a Marta look-alike instead! In the dwarf tunnels, Barry picks up an old boot and a *fireproof* potion. He then arrives at Hordriss's magic school, where Sidriss is trying to hold the fort in her father's absence. Fidjit is there too, and Barry explains to them about Lord Fear's plan to deceive Hordriss. Sidriss and Fidjit decide that a REVEAL spell is needed in order to bring Lissard back to his true form, and that the only person on the level with access to such a spell is Greystagg.

Barry volunteers to take the case to the witch queen, so Fidjit unlocks the door to the Fire Room, where there is witch amber. Barry takes the *fireproof* potion so that the fireballs cannot harm him, and so he is able easily to pick up the witch amber and progress across the room. Raptor and his goblins then turn up to menace Barry, but he manages to squash them all by means of the magic boot. Barry then meets Greystagg and manages to persuade her to part with a REVEAL spell in return for the witch amber. A meeting with Brollachan follows, and the team manage to satisfy his thirst for knowledge with some decidedly iffy answers.

In a tavern, Hordriss is flirting with a person he thinks is Marta, although we know it's really Lissard. The REVEAL spell transforms Lissard back into his true form and the amphibian beats a hasty retreat. Hordriss is appalled to have been tricked in this manner, and is concerned that nobody should ever get to hear about the incident. In return for Barry's silence, Hordriss takes Barry into a further chamber and reveals a staircase that leads to level three. Barry walks down the stairs, and level two is complete.

Level Three: Barry has to pass through a flashing anti-magic barrier, which Lord Fear has set up to keep out rival sorcerers. He then picks up two magic potions in one of the corridors of Goth - *freezer* and *fast backwards*. In the Sewers of Goth, a spyglass reveals Lord Fear introducing Lissard to Bulstrode, the king of the trolls. Fear explains that he plans to set Bulstrode loose in Nightmare Castle, and Barry and

friends realise that their task is to stop this. Greystagg appears and rows Barry through the sewers. As they are both working against Lord Fear, she tells Barry that she will help him in his quest if he needs her, and reveals her calling name - Gwen. She also gives Barry a VISOR spell, which is used during Play Your Cards Right so that Barry can see what he is doing. The team complete this challenge with relative ease.

Next Barry meets Brollachan again. Through his questioning, Brollachan reveals that Lord Fear has tasked him with eating his way up through the levels to Nightmare Castle so that Bulstrode can follow. Once Barry has answered some more of Brollachan's questions, he progresses to a chamber that contains one of Lord Fear's shell-phones. Through this device, Barry hears Lord Fear and Lissard discussing the progress of Brollachan and Bulstrode towards Nightmare Castle. Also in this room, Barry has to stand under some dripping water to restore his life force. He leaves the room through a door marked *Short Cut*, which leads into the Corridor of Blades. Despite a couple of very near misses, Barry survives this challenge until the conveyer belt grinds to a halt.

Brother Strange then arrives, and tells Barry that his best bet to defeat a troll is with a device called a troll hammer. Barry next meets Sylvester Hands once again, who is holding Romahna prisoner in some stocks. Barry manages to persuade Sylvester to drink the *freezer* potion, and then he frees Romahna. They go to the quest chamber together, where Romahna uses her crossbow to get rid of two goblin guards. There are two items in the chamber - the Shield of Justice and a troll hammer. They are both protected by forcefields. Barry summons Greystagg, who tells him that she only has the power to disperse one of the fields. The team are faced with a choice, but it is not a hard one. Barry tells Greystagg to release the hammer, which she does.

Once he has the hammer, Barry drinks the *fast backwards* potion, which takes him back in time through his entire quest, until he walks backwards in the Great Hall of Nightmare. Treguard ushers him to safety just before Bulstrode crashes through the floor in a most dramatic fashion. Treguard uses the troll hammer to send Bulstrode crashing back down the tunnel to Goth, where he lands on top of Lord Fear, Lissard, Raptor and Sylvester Hands. Although they did not choose the Shield in the final chamber, Barry and friends have still won the game, because the eye shield has been mysteriously supplanted by the Shield of Justice! Treguard summons Hordriss to provide the trophies, and the series ends

with a thrilling and well-deserved victory.

Summary: It was a very high-quality and entertaining quest, thanks chiefly to Barry's own unique style of dungeoneering. It was a well-deserved win, and a satisfying end to the series.

CREATURE FEATURE

Series 6. Level 1/2.

THE SAMURAI

How a member of the ancient Japanese warrior elite came to be in Nightmare Castle is still beyond me, but the fact is that it did happen. The Samurai warrior wore thick oriental armour and wielded a curved blade with lightning expertise. It was clearly not quite all there, though, as it was translucent, and maybe even spectral. This might indicate that the Samurai did not reside in Nightmare, but was called across time and space by magic.

The Samurai is something of an anomaly as a Nightmare monster because it never actually went after a dungeoneer and tried to bring an end to the quest, as everything featured in this section thus far - with the possible exception of the frightknights - did on a regular basis. The Samurai's two series 6 appearances on Nightmare certainly showed it in attack mode, and it was clear that this was not a foe to be underestimated. The Samurai first appeared when summoned by a spell that Sidriss gave to Matt. The spell was cast during a meeting with Sylvester Hands, who was so spooked by the spectral warrior that he agreed to help Matt in his quest if the spell was cancelled. It appears, then, that this creature was more of a useful ally to dungeoneers than a threat like so many others.

Quite clearly, whoever cast the spell to summon the Samurai had control over it, as the scene with Matt and Hands proves. A little later in the series, Lord Fear summoned the Samurai to murder Ah Wok, so that Julius Scaramonger could have free-run of the Wolfenden marketplace again. During a meeting between Ah Wok and dungeoneer Alan, the spectral Samurai appeared, slashing his sword around menacingly once more. Like Hands before him, Ah Wok was extremely scared: *"Assassin come for humble servant!"* - **Ah Wok**. Alan's team managed to dispel the magic that had been used to call the Samurai, sending him back where he came from once again, and so ended two impressive but slightly anomalous appearances for this Nightmare creature.

Fear Factor: 6 Clearly a skilled and deadly opponent.

Killer Instinct: 0 Never actually went after a dungeoneer!

Gore Factor: 1 Depends how you feel about the Japanese, I suppose.

Humanity: 9 Undoubtedly human at some point, but distinctly spectral.

PUZZLE PAGE TWO

Treguard is responsible for all of these quotes, but which dungeoneer's death is he talking about in each case? Name the cause of death, series and episode and if you can.

1. "Strange, because it wasn't the Opposition that confused you, merely the opposites!"
2. "Well, never mind. I suppose even Mogdred's got to have some fun. You're out, I'm afraid, boys."
3. "It's the game, Majida, the game! And it's a great game you played, boys, but now it's over and you must return home."
4. "I warned you, you've got to be quick in level three. And now I shall be quick. Farewell!"
5. "Without the gargoyle's instructions you have taken the wrong path, and fallen at the last hurdle."
6. "If only you'd had the gold, you could have bribed him!"
7. "You should have taken the magic lamp when you had the chance; it would have been enough to have remembered the symbol."
8. "Boys, you were looking for something devious, when all you had to do was follow suit."
9. "As a dungeoneer you're great at disappearing, but this time it's once too often."
10. "Your brainwork was good, but your timing let you down!"
11. "A brave leap, but a tragic fall, I'm afraid."
12. "You were never very good at manoeuvring, were you? Well, I think I'd better manoeuvre for you."

KNIGHTMARE LOCATIONS

Castle Rising, King's Lynn, Norfolk

Castle Rising. Vital Statistics:

Location: King's Lynn, Norfolk.

Century of Origin: 12th.

Also Known As: The Castle of Doom.

Series Featured in: 4.



Above is where Alistair met and charmed Fatilla, and below is the front view of Castle Rising Keep, a.k.a. the Castle of Doom.



Here is the entrance to the Castle of Doom, featuring the locked door and the alternative exit. Watch out for goblins!

These pictures were taken by me, Jake Collins, in August 2002.

Next Issue: More from Castle Rising.

KNIGHTMARE UNIVERSITY CHALLENGE

Here you must identify a particular dungeoneer's quest as your starter for ten, and then identify which characters are responsible for three quotes from that quest as the bonuses for five points each. If you answer the starter correctly then you can have a go at the quotes, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. Keep track of your points as you work through the questions, and see how well you performed by reading the legend at end of this section.

1. Series 4. 2 boys, 2 girls. The first challenge of the season. (10)

- a. "It's good to know that you can display compassion." (5)
- b. "Remain true to your promise, for one cannot countenance treachery." (5)
- c. "I have come to regard your progress through my realm as something of a personal insult, so I shall now put an end to it!" (5)

2. Series 3. Four boys from Kent. A level three performance. (10)

- a. "Here you are, bacon-features, and a boner bit of lootings it is, too." (5)
- b. "It really is pathetic to look upon the strugglings of ordinary mortals." (5)
- c. "You will just have to go back, or, perhaps, go down!" (5)

3. Series 5. Four Lancashire lasses. The final quest of the series. (10)

- a. "I'm off to get some grub, before I dies!" (5)
- b. "I still miss my mummy, you know." (5)
- c. "Why can't women ever understand the need for haste?" (5)

4. Series 8. Four St. Albans lads. A winning quest... just about! (10)

- a. "I should try shouting; that's what you humans do all the time!" (5)
- b. "Wonderful! Does that mean at last we can use it for...?" (5)
- c. "There's only one way to escape Marblehead, and that is by using one of its infernal devices." (5)

5. Series 2. Oxfordshire boys. Groundbreakers. (10)

- a. "I can stand snakes, I can stand spooks, but I can't stand them things!" (5)
- b. "You may have heard of me perhaps, or better still, you may even have

read of me." (5)

c. "If I had wanted to live in a cathedral I would have done so!" (5)

Answers:

1. Helen II, with James, Rachel and Craig. (10)

a. Merlin. (5)

b. Hordriss. (5)

c. Mogdred. (5)

2. Leo, with Simon, Matthew and James. (10)

a. Motley. (5)

b. Mogdred. (5)

c. Hordriss. (5)

3. Kelly II, with Keighley, Tarin and Rachel. (10)

a. Sylvester Hands. (5)

b. Sir Hugh. (5)

c. Lord Fear. (5)

4. Dunston, with Alan, Oliver and Alex. (10)

a. Smirkenorff. (5)

b. Lissard. (5)

c. Hordriss. (5)

5. Mark, with Jonathan, Matthew and Daniel. (10)

a. Cedric. (5)

b. Merlin. (5)

c. Lillith. (5)

Score:

0-45: Come on!

50-95: You might make it to the semis.

100-115: A finalist to be sure.

120-125: An ultimate Knightmare University Challenge champion.

POETRY CORNER

Claire and friends - the second team of series 2 - were the first ever all-girl team on Nightmare. What kind of a standard did they set? It's time for you to judge for yourselves.

From Ludlow town there came four maids,
To face the Dungeon's cruel tirades.
With Claire, their leader, on her way,
The wheel was stopped without delay.
The choice of four doors was no snag,
The knight's the one, it's in the bag!
A monster next. What could it be?
With Igneous the score was three.
To Lillith's realm, with pearls in hand,
Before too long the pit was spanned.
The Troll succumbed to LITTLE spell,
Then Gumboil stepped clear of the well.
In level two a challenge waited,
Cedric's wrath never abated.
The score was one, the game was lost,
For death would surely be the cost.
Though Ariadne lost the fight,
A wraith awaited, ghostly white.
Without a hope, without defence,
The wraith soon caused lasting silence.

PUZZLE ANSWERS

Challenge question:

Their own names.

Puzzle Page 1:

1. Merlin. Series 4, episode 10. Vicky.
2. Lillith. 1, 1. David.
3. Lord Fear. 7, 15. Barry.
4. Hordriss. 4, 1. Helen II.
5. Mildread. 2, 2. Chris I.
6. Motley, 8, 1. Richard III.
7. Grimaldine. 7, 8. Naila.
8. Mogdred. Series 4, episodes 3 and 16. Helen II and Giles.
9. Greystagg. 7, 6. Alex II.
10. Oakley. Series 4, episodes 11, 14 and 15. Dickon, Jeremy and Giles.
11. Snapper-Jack. 8, 2. Daniel II.
12. Pickle. 4, 1. Helen II.

Puzzle Page 2:

1. Vicky. The Block and Tackle. Series 4, episode 10.
2. Tony. Dead end, with Mogdred. 2, 6.
3. Daniel. The Corridor of Blades. 8, 4.
4. Alan. The Causeway. 6, 7.
5. Leo. Falling off a cliff. 3, 6.
6. Richard II. Skarkill. 5, 4.
7. David. Dead end. 1, 1.
8. Simon IV. Play Your Cards Right. 7, 3.
9. Steven. Dead end. 2, 15.
10. Alex I. The Causeway. 5, 11.
11. Scott. Falling down Merlin's pit. 3, 11.
12. Simon III. The Block and Tackle. 4, 9.